

Holy Roller

(a billiards game)

Created by: Peter Davis and Rob Ednie
Combination Turn-based/Continuous Play

Objective

Sink 2 out of 3 colored balls in either of your opponent's corner pockets
(Can also be played with any odd number of colored balls)

Setup

Two teams at opposite ends of the table (long-ways)
(1 to ∞ players per team)

One cue ball

Three colored balls (2 ball, 4 ball, 8 ball recommended)

Space the 3 colored balls in a row at the center of the table, in line with the side pockets, equidistance from each other and the side rails

Conduct

Like billiards, a player's cue may only make contact with the cue ball (not the colored balls)
If teams have more than one player, players must alternate shots, cycling through one shot at a time in turn

Breaking

One team starts play from behind the 2nd side marker (diamonds), decided by a gentleman's agreement
The cue ball may not touch a colored ball without first crossing the halfway line
After the cue ball crosses the halfway line, it is live and in play

Continuousness Play

Play does not stop until:

A player scratches

OR

A team wins

Scratching

The following infractions constitute a scratch:

A player sinks the cue ball in any pocket

A player sinks a colored ball in a side pocket

A player makes a backwards shot (all shots must be forward moving)

A player allows the cue ball to come to rest in his/her team's half of the table

A team takes three shots in a row without the cue ball crossing the halfway point (think volleyball, but with only two touches)

Resetting After a Scratch

Before a reset, all balls must come to rest.

Any ball sunk on a shot that results in a scratch is returned to its initial starting position

Any ball sunk in a side pocket is reset to the center

Restarting Play After a Scratch

After a scratch, the opposing team restarts play from behind the second side marker (diamonds)

After a scratch, a player may shoot the cue ball directly at a colored ball, no matter where the colored ball sits on the table (a restart is different from the initial break)

Even after a scratch, no backwards shots are allowed

Winning

The game is over once two of the three colored balls are sunk in either of your opponent's corner pockets

AND

The cue ball comes to rest on the table, or is touched by an opponent

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If a scratch follows the sinking of any game-winning ball(s) on the same shot, the sunk ball(s) is/are reset in the center, the game is not over, and play restarts as with any scratch